Amendments to the Specification:

Please replace the paragraph beginning at page 1, line 10, with the following amended paragraph:

A graphical user interface (GUI) permits a computer user to communicate with application programs running on the computer by manipulating "objects" on a virtual desktop. An object on the desktop is a graphical representation of data in a file. All of the objects in a file which are potentially viewable by the user make up a virtual information area which is a topological representation of the data space viewable by the user. When the objects of a file are displayed at a particular scale, the physical area required to display the information area may exceed the physical size of the window of the computer's display through which the user can view the information area. In this case, the computer processes a subset of the data and renders a region of the virtual information area that fits the available window. The remainder of the information area is "located" outside the window and out of the user's view. To permit the user to view and work with all regions of interest in the virtual information area, the user interface includes a scrolling control that facilitates processing new subsets of data representing other regions of the information area for display in the window. Scrolling effectively repositions the virtual information area under the window. Typically, GUIs also include a zoom control which facilitates changing the scale of objects displayed in the window. ~~Zooming "in" the window.~~ Zooming "in" permits the user to examine details of an object which are not clearly visible when displayed at a certain scale. Zooming "out" facilitates more convenient examination of the relationship of larger objects. User interfaces may also permit the user to select a part of the displayed portion of the information area and then change the size of the selected region preparatory to taking some action involving the selected objects, such as zooming.